

Jacob Clayman
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References available upon request

Proficiencies

Unity 3D Creation Kit	Source SDK Photoshop	C# XML	Lua Inform 7	Premiere After Effects
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Employment Experience

October 2016 – Present

Amtote International, Parimax – Game Developer, C# / Unity

- Programming and developing using C# and Unity to create pari-mutuel compliant betting games
- Coordinating with other developers to achieve SCRUM-style agile development

November 2011 – September 2016

Dirigiballers LLC., Lead Designer for Tumbleweed Express

<http://store.steampowered.com/app/372350>

Development

- Ensured that project conformed to core design principles
- Designed and developed the majority of the game's User Interface (C#)
- Designed and developed multiple major gameplay features (C#)
- Developed all visual effects used in the game (C# / Photoshop / Unity)
- Handled world-building and terrain painting for every level in the game
- Composed all narrative components and dialogue for the game

Marketing

- Generated over a million product impressions by organizing a front-page launch day Reddit post
- Produced all video trailers and marketing visual content
- Hosted booths at **MAGFest, Boston Festival of Indie Games, Philadelphia Too Many Games Festival, Baltimore Gamescape, Baltimore Innovate, VGU Con** and various local showcases in the DC area

May 2011 - June 2015

Zenimax Media Inc., Quality Assurance Tester

- Certification testing ensuring titles conform to console manufacturer's standards and requirements, and communicating related issues and resolutions to developers
- Uncovered, investigated, and reported thousands of high-severity issues which threatened the quality of the company's products.
- Titles Released: **Skyrim, Dishonored, Wolfenstein: The New Order, Rage, Brink, Doom 3 BFG Edition, Elder Scrolls Online: Tamriel Unlimited**

April 2013 - May 2013

Federation of American Scientists, Game Design Consultant (Contract)

- Ensured that gameplay aspects remained fun while accomplishing the educational goals of the product
- Guided development team in planning discussions to define core design principle

Independent Projects

[GNOP](#)

- C#, Unity. Two-player arena game, published on Google Playstore.

[Snake Escape \(2016\)](#)

- C#, Unity. Stylized survival jumping game, published on Android Google Playstore

[Climby \(2016\)](#)

- C#, Unity. Procedural platforming game, published on Android Google Playstore

[Apocrypha \(2012\)](#)

- Designed and developed levels for Skyrim using the Skyrim Creation Kit
- Managed Quality Assurance among teams and released video trailer

Education

December 2012 BS - Simulation and Digital Entertainment
University of Baltimore, MD